

CIRCUS CHARLIE

# CIRCUS CHARLIE

TM

© Konami 1984

OPERATOR'S  
MANUAL



**Konami®**

PM-4009

## Technical Information

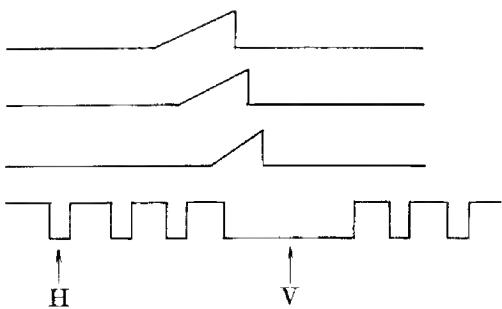
### (1) Required Power Capacity

1) GND - Vcc 5V 5A or more.

2) GND - (+12V) 12V 2A or more.

### (2) Output

R (red) analog, positive



G (green) analog, positive

B (blue) analog, positive

Sync. H-V complexed, negative

### (3) Adjusting Volume

Turn the volume right and it becomes louder.

## Play Instruction

Work CHARLIE by 2-way lever and jump button, and try performance of circus.

Performance ends (i. e., a pattern is cleared) when he reaches the GOAL STAND.

※ The 1ST PATTERN is FIRERING.

Move CHARLIE and the LION forward and backward by lever so that he can jump through and over the FIRERINGS and FIRE VASE. FIRERINGS will continuously go from right to left.

You will get a high score by catching the BONUS BAGS inside the FIRERINGS.

※ The 2ND PATTERN is TIGHTROPE.

Move CHARLIE forward and backward by lever and jump over the MONKEYS coming from forward. A high score for jumping over two MONKEYS at once.

※ The 3RD PATTERN is TRAMPOLIN.

Avoid other performers by manipulating the lever.

There are FIRE BLOWMAN and KNIFEMAN performing between the TRAMPOLINS.

There is no need for jumping in this pattern.

※ The 4TH PATTERN is BALL WALK.

Move CHARLIE and his BALL by lever and put him on the oncoming BALLS one after another until the pattern is cleared.

You will lose a player when CHARLIE falls off the BALL.

※ The 5TH PATTERN is HORSE STUNTS.

Control the speed of the HORSE and have CHARLIE jump from SPRING to SPRING.

※ The 6TH PATTERN is FLYING TRAPEZE.

Control the sway of the SWING by lever and keep jumping from one SWING to another.

## Self Test

This P. C. Board has a function to check if there is anything wrong with the cabinet or P. C. Board itself.

When the power is switched on, the board will always check the basic block and if normal, indicate, **OK** on the monitor and then will start the game. If not normal, it will indicate **BAD** and the picture will stop.

## MANUAL TEST

### (a) How to Start

Switch on the power while pressing both 1P and 2P buttons until the cross hatch appears on the screen. Switch off the power once, before starting the game.

### (b) How to Select the Mode

◦ Test items will change in the following order as you push 1P button each time.

When Item 6 is over, Item 1 will come back.

◦ Each item will last until you push 1P button.

### (c) Manual Test Items

<u>Item</u>	<u>Details</u>
1 Conditioning of Picture Contortion	— Cross hatch will appear all over the screen.
2 Color Conditioning	— 16 blocks will show the colors. Adjust the monitor.
3 Control Check	— Names of all the switches (lever, COIN SW, etc.) will be on the screen. As you turn on each of them, "0" on its right will turn to "1".
4 Coin Counter Check	— To check the coin counter, lift Coin Counter 1 and then Coin Counter 2 eight times each. Then move on to Item 5.
5 DIP SW SET	— DIP SW SET will be displayed on the screen. DIP SW SET will be conditioned with the power off and confirmed in this mode.
6 Sound Check	— There will be sounds for testing purpose. There will be automatically 8 seconds' interval between one sound and next. The cycle of sounds will repeat.

### ○ DIP 1 SW SET

#### 1. COIN 1 SW SET

SW	4	3	2	1	COIN	PLAY
	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	FREE PLAY	

#### 2. COIN 2 SW SET

SW	8	7	6	5	COIN	PLAY
	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	FREE PLAY	

(ATTENTION) FREE PLAY MEANS THE SITUATION, YOU CAN PLAY WITHOUT PUTTING ANY COINS IN.

### ○ DIP 2 SW SET

#### 1. THE NUMBER OF PLAYER

SW	2	1	NUMBER
	OFF	OFF	3
		ON	4
		OFF	5
		ON	7

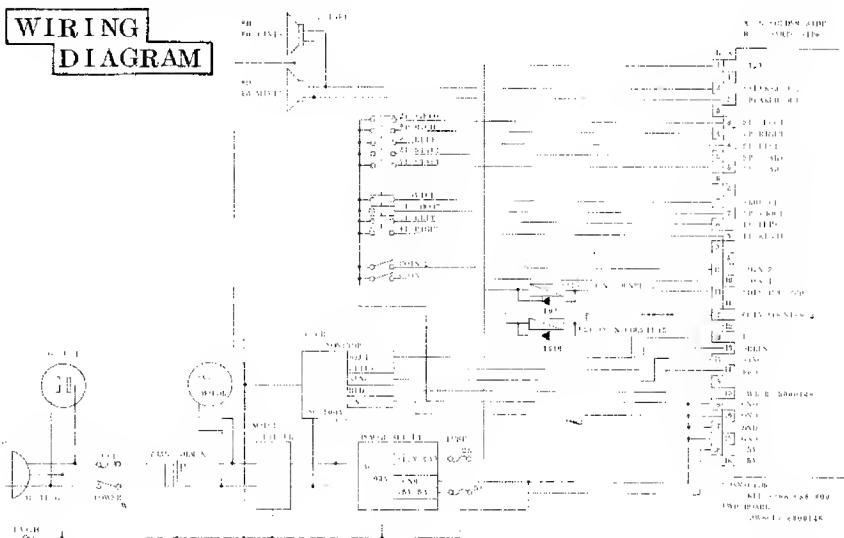
#### 2. SWITCH FOR CHANGE OF TABLE OR UPLIGHT

SW	3	TYPE
	OFF	TABLE using I/O for 1 or 2 player
	ON	UP LIGHT using I/O 1player only

#### 3. BONUS SET

SW	5	4	FIRST	SECOND	EVERY
	OFF	OFF	20,000	70,000	70,000
		ON	20,000	80,000	80,000
		OFF	30,000	90,000	90,000
		ON	30,000	100,000	100,000

### WIRING DIAGRAM



#### 4. DIFFICULTY OF THE GAME

SW	7	6	DIFFICULTY
	OFF	OFF	EASY
		ON	NORMAL
		OFF	DIFFICULT
		ON	VERY DIFFICULT

#### 5. SOUND EFFECT IN ATTRACTIVE MODE

SW	8	MUSIC IN ATTRACTIVE MODE
	OFF	OFF
		ON

#### \* OSHOWS NOMAL SETTING

The level of difficulty of this game was set as it is by KONAMI, on the ground of meeting the average player's skill.

Therefore the level should remain as it is, and if there should be a necessity to alter it, it should be done with enough consideration.

### NOTES

- (1) 1P : № 1 player  
2P : № 2 player
- (2) FOR UP-RIGHT TYPE CONSOLE WIRING  
Not needed wiring for 2P controls at all because № 2 player can use 1P controls while UP-RIGHT type determined by Dip Switch.